

WHAT IS CLAIMED IS:

1. A crane game comprising:

a crane maneuverable by a player within a target bin and including acquisition means for capturing a target therein;

5 a plurality of targets disposed within the target bin, each said target having a value associated therewith; and

a ticket dispensing mechanism for dispensing redeemable tickets for a captured target, wherein the tickets are dispensed in relation to the value associated with the captured target.

10 2. The crane game of Claim 1 wherein the targets disposed in the target bin have a circular profile.

3. The crane game of Claim 2 wherein the targets are spherical.

4. The crane game of Claim 2 wherein the targets are cylindrical.

15 5. The crane game of Claim 2 wherein a diameter of each target varies according to the value associated with the target.

6. The crane game of Claim 5 further comprising a variable width inclined slot for establishing the diameter of the target, the variable width inclined slot comprising a plurality of stations longitudinally disposed along the slot and each

station associated with a portion of the slot having a constant width, and wherein a width of the slot at each station increases as an elevation of the inclined slot decreases such that a target moving down the inclined slot will fall through the slot when the width of the slot exceeds the diameter of the target.

5        7. The crane game of Claim 6 further comprising a detector adjacent the stations for detecting the presence of a target falling through the inclined slot.

8.        The crane game of Claim 7 wherein the detector is an optical detector.

9.        The crane game of Claim 7 wherein the ticket dispenser is connected to the detector such that tickets are dispensed from the ticket dispenser when the detector 10 perceives the presence of a target falling through the inclined slot.

10.      The crane game of Claim 6 wherein a captured target is automatically delivered to the inclined slot for determining its diameter.

11.      The crane game of Claim 5 wherein each target is color coded according to its value.

15        12. The crane game of Claim 1 wherein the acquisition means comprises a vacuum for capturing targets.

13.      The crane game of Claim 1 wherein the acquisition means comprises a magnet for capturing targets.

14. The crane game of Claim 1 wherein the acquisition means comprises a mechanical claw for capturing targets.

15. The crane game of Claim 1 wherein the plurality of targets are located on a rotating playing field within the target bin.

5 16. The crane game of Claim 15 wherein the crane translates diametrically across the rotating playing field.

17. A crane game comprising:

a crane maneuverable by a player within a target bin and including acquisition means for capturing a target therein;

10 a plurality of disk-shaped targets disposed within the target bin;

a ledge upon which captured targets are moved;

a reciprocating pusher on the ledge for bumping targets over the ledge;

and

15 a ticket dispensing mechanism dispensing redeemable tickets for a captured target that is bumped over the ledge by the reciprocating pusher.

18. The crane game of Claim 17 wherein the targets each have a value associated therewith, and the ticket dispensing mechanism dispenses tickets in relation to the value of the targets bumped over the ledge by the reciprocating pusher.